

Sub C6

30. A simulating method, comprising the steps of:

- creating a virtual environment;
- defining nodes of virtual objects within the virtual environment;
- inputting data from sensors worn on bodies of at least two users;
- converting the inputted data to position and orientation values;
- associating the position and orientation data with said nodes;
- determining view points of said users;
- receiving a synchronization signal;
- calculating an image frame for each eye of each of said users;
- displaying the image frames to each of said eyes of said users;
- obtaining updated position and orientation values of said users;
- determining if the virtual environment has been modified;
- redefining the virtual object nodes if the virtual environment has been modified;
- recalculating the image frames for each of said eyes of said users; and
- displaying the recalculated image frame to each of said eyes of said users.

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